

Ash Renlee's Focused Setting Guide

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Name of Place

If this place has a specific name like the Barley Bakery, or Black Pearl Ship, put the name here. Otherwise just tell us what type of place it is (a house, room, tunnel, store, private jet, cave, saloon, elevator, etc.).

Located:

In what larger area is this place found? In what dimension, world, country, city, building, area, etc. is this setting? How would we find this place on a map? What similar settings could be tied to this one?

Example: A cabin could contain a bedroom, kitchen, back porch, outhouse.

Area	
Related Places	

Role in story:

What happens here? Why is this place important? How does it contribute to the story? What does this place mean to the character(s)? What memories, fears, dreams, emotions arise from the place itself, or something here that is similar to a past experience or future expectation? What does this place make them think of?

*Your setting should be used with purpose to help steer the plot. Try to set a mood, test obstacles, learn new information, display symbolism, foreshadow an event, or challenge/develop/explore the backstory of a character.

Role	
Character Emotion	

Mood:

What vibe does this place give off? How do you want your readers/character(s) to feel while here?

Length of time:

How long will your character(s) be in this setting? Is this time longer or shorter than they planned? What are they doing here? Are they commuting, living, visiting, working, etc.? How easy is it for your character to get in and out of this place? Is your character trapped, imprisoned, or forced to be here? Or is he/she happy here and chooses to come here by their own free will? Do they commonly come here?

Purpose	
Time	
Situation	

Description:

Give an overall description of the area as a whole. How large is this space/setting? Use the senses to provide details of what it is like to stand in this place.

Sights	
Smells	
Sounds	
Textures / Sensations	
Tastes	

Character Influence:

What is the state of this space? Is it cared for, battered, clean, dirty? What does the condition, decorations, objects, or lack thereof say about this place and the people who inhabit it?

* Look to your characters, the things they notice, use, like, and dislike for clues.

Example: A room with a floor covered in smelly clothes probably belongs to a lazy and or messy person. An office with a large expensive desk and stylish art belongs to someone important/ritch. A bulletin board in a hallway indicates that many people pass through the area, while an overgrown garden suggests otherwise.

Temperature / Time:

How hot, cold, or humid is this place? Any extremes that need to be taken into account? How is this place affected by the time of day or the season?

Example: Do people have to wear extra warm or protective clothing in this space? Do lights come on when it gets dark at night that are kept off during the day? Is this place decorated for holidays?

Inhabitants:

What type of people, animals, plants, or objects are in this area? List as many as you can. Put 'none' if needed. Note: this could include objects, races, beasts, etc that you have developed for the story.

*Use the setting to your advantage. What could be a danger, used as a weapon, trigger an emotional breakdown, or inspire a plan?

People	
Animals / Insects	
Plant Life	
Objects	

Potential Dangers / Conflicts:

Name three things in this setting that could pose a danger or a threat. Then describe what about this place could create obstacles, disagreements, or triggers for the character(s).

1.
2.
3.

Obstacles:

Communication:

How easy is it to communicate from this place to other areas? How thin are the walls? Are there radio signals, cell service, internet, phones, a mail system? Do your characters have to create hand signals or use light, flares, or morse code to communicate? What about communication within the space?

Emergency Situations:

Are there safety measures for emergencies? Exits, escape pods, fire extinguishers, How would someone get medical attention if needed? Do characters know about these procedures? How would someone call for outside help from here?

Admission / Merchandise

If this is a small store, booth, or public transportation or event hall, is there a cost of admission? What is sold or might need to be purchased here and how much does it cost? What type of currency is used? Are things paid for with bribes, cash, credit cards, rare items, or is this a trading post? Put 'none,' or 'free' if needed.

Admission:

Item	Cost	Paid / Accessible With

Surrounding Environment:

What is directly outside of this space? A city, untamed wilderness, is your setting a submarine underwater, or a spaceship out in space? If your character(s) have to stay here for a length of time (either voluntarily or forced), how do they function or get the things they need to survive? Specify if something can't be had. Skip if not applicable.

Environment	
Fresh air	
Eat / Drink	
Sleep	
Exercise	
Stay Warm / Cool	
Deal with waste	

History:

How old or new is this place? Is it well known and used everyday or forgotten? Why would people come to or avoid this place? Are there any myths or legends surrounding this place? Does it have a dark past?

Extra Notes:

Any extra notes, diagrams, info you need for your setting can be placed here:



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